

OFFICIAL  
**Advanced  
Dungeons & Dragons®**  
COMPUTER PRODUCT

**CHAMPIONS OF KRYNN**



**A DRAGONLANCE™  
Fantasy Role-Playing Epic, Vol. I**

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## INTRODUCTION

Welcome to the official **ADVANCED DUNGEONS & DRAGONS®** computer product, **CHAMPIONS OF KRYNN**, a **DRAGONLANCE™** fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

**CHAMPIONS OF KRYNN** begins after the War of the Lance. The evil armies have been shattered and most of the forces of good have returned to their homelands, leaving only outposts to safeguard the recovered lands. Your goal is to assemble a party of adventurers to serve in these border outposts.

The newly created party appears at an outpost south of the former hobgoblin capital of Throtl with orders to scour the area for any sign of lingering evil. After outfitting your characters with weapons and armor, the party is ready to begin adventuring.

### Your Game Box Should Contain

You should get the following with this game:

- Disks
- Adventurer's Journal
- Rule Book
- Data Card

These rules are designed to explain all your options and guide you through playing the game. If you are not familiar with the **ADVANCED DUNGEONS & DRAGONS®** game system, you will find helpful information about how things work in the Adventurer's Journal that came with your game.

The Adventurer's Journal contains a variety of information including details about character classes, magic, recent history and an introduction to the **DRAGONLANCE®** game world. The Journal also includes the maps, rumors, and stories that you will need to play the game. As you play the game you will discover for yourself which of the tales you hear are fact and which are fiction.

The Data Card explains how to start the game and select items and menu options with your computer. It also shows how to get right into the game without having to read through the rules.

### Before You Play

There is no copy protection on your **CHAMPIONS OF KRYNN** disk, so please make backup copies and put the originals away for safekeeping. When you start the game, you will be asked to answer a verification question from this manual or the Adventurer's Journal before you can play.

Turn to the page as indicated for either this rule book or the Adventurer's Journal, find the indicated word, type it in and press the Return or Enter key.

### Getting Started Quickly

Use the instructions on the Data Card and load the saved game provided to begin playing **CHAMPIONS OF KRYNN**. Use these rules to answer questions during play.

### Using Menus

All commands are menu based and the concept of the active character is central to the game. Outside of combat, the active character's name is highlighted on the display. During combat the active character is surrounded with a cursor at the start of his phase.

In combat the active character is chosen automatically according to the character's initiative and random factors. At other times, the active character may be selected by you before choosing any commands.

If a command affects the whole party, just select the command. If the command affects one character, make that character active and then choose the command.

*Example: To look at a character's items, select that character, choose the VIEW command, and then choose the ITEMS command. The computer displays a list of that character's items and their readied status.*





Menus are displayed either vertically or horizontally.

Vertical menus select the character, item or spell to be acted upon. If there are more choices than will fit on the screen at one time, use the NEXT and PREV commands to view the additional selections.

Horizontal menus list what that character can do or what can be done to the character.

In the rules, menus are shown with all of their options. In some cases, options will not be available every time a menu appears.

*Example:*

### **Treasure Menu**

VIEW TAKE POOL SHARE DETECT EXIT

*The options TAKE and SHARE will only appear if there is treasure to take. The option DETECT will only appear if there is treasure and the active character has a Detect Magic spell available.*

The rule book only lists the general menus. With many encounters special menus will appear.

## **Beginning to Play**

To begin playing the game you must load a saved game or generate characters and band them together into a party. This first menu gives you the initial options:

**CREATE NEW CHARACTER**

**ADD CHARACTER TO PARTY**

**LOAD SAVED GAME**

**INITIALIZE MOUSE/JOYSTICK** (some computer systems)

**EXIT TO DOS** (some computer systems)

**CREATE NEW CHARACTER** is used to build a character. This command displays the following menus to define the character. Detailed information about characters, races, classes and so on is available in the Journal.

- ❖ **PICK RACE** lists seven races a player-character can be on the world of Kynn.
- ❖ **PICK GENDER** lists the sex the character can be. Gender affects the character's maximum strength.

- ❖ **PICK CLASS** lists the class or classes the character is qualified for based on his race.

- ❖ **CHOOSE GOD** (Clerics only) lists all of the gods available. Each deity will confer special powers to clerics. The god chosen will determine which alignment options will be available to a cleric. See the Journal for details.

- ❖ **PICK ALIGNMENT** lists all the possible alignments for the character based on character class.

The computer randomly generates the character's ability scores. If you are not happy with the character's score you may opt to roll them again. Remember that you can use the MODIFY CHARACTER command on the Party Creation/Hall Menu to change the character's ability scores and hit points after the character has been generated. On some computer systems you will be asked to name your character after you have decided to keep a set of ability scores. The name may be up to 15 letters long and it will be automatically saved to disk.

- ❖ **NAME CHARACTER** provides a 15 letter space to type in the character's name. On some computer systems the character will be named after the abilities scores are generated.

- ❖ **SELECT COMBAT ICON** allows you to design the shape that will represent the character in combat. Customize this icon to represent the character's favorite weapon, armor, and colors. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character. The combat icon may be altered during the game to reflect new armor or weapons using the ALTER command from the Encampment Menu. On some computer systems the character will be saved after the combat icon is finished.





❖ **EXIT** from any of the character creation menus will display the Party Creation Menu.

**ADD CHARACTER TO PARTY** allows you to add characters to the party from the save game disk. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs.) A party should have a balanced mix of characters with different classes and races. For more information about building parties see the Journal.

**LOAD SAVED GAME** permits you to resume a game where you had previously saved it or permits the loading of the party we provided with the game.

**INITIALIZE MOUSE/JOYSTICK** sets up the joystick or mouse. Only available on some computer systems.

**EXIT TO DOS** ends play. Only available on some computer systems.

### *Modifying Characters and Parties*

The Party Creation/Hall Menu shows the characters currently in your party and lists the commands for creating and modifying the party. Not all of the options will be available at all times.

#### **PARTY CREATION/HALL MENU**

CREATE NEW CHARACTER

DROP CHARACTER

MODIFY CHARACTER

TRAIN CHARACTER (Hall only)

KNIGHT CHANGE ORDER (Hall only)

VIEW CHARACTER

ADD CHARACTER TO PARTY

REMOVE CHARACTER FROM PARTY

LOAD SAVED GAME

SAVE CURRENT GAME

BEGIN ADVENTURING

EXIT TO DOS (some computer systems)

**DROP CHARACTER** eliminates a character from the party and erases him from the saved game disk. A dropped character may not be recovered.

**MODIFY CHARACTER** can change the character's ability scores and hit points. Use **MODIFY CHARACTER** to change a character generated in *CHAMPIONS OF KRYNN* to match a favorite AD&D® game character. A character cannot be modified once he has begun adventuring.

**TRAIN CHARACTER** (from Hall Menu only) increases a character's level when he has gained enough experience points (XP). Training is free to all characters. Choose the character to train and if he has sufficient XP he will be able to advance one level. If a character has gained enough XP to advance more than one level, he will advance one level and then lose all XP in excess of one point below that required for advancement to the next level. See the section on Experience Points in the Journal for an example. Advancing in levels takes no game time. When mages advance, they may be able to add a spell to their grimoire (spell book). See the Maximum Level Limits by Race, Class, and Prime Requisite chart in the Journal for level limits.

**KNIGHT CHANGE ORDER** (from Hall Menu only) will allow a knight of sufficient experience and abilities to petition for admission into the next higher order. See the section on the Knight Class in the Journal for details.

**VIEW CHARACTER** displays a character. For more information see the Viewing Characters section.

**REMOVE CHARACTER FROM PARTY** transfers a character from the party to the saved game disk.

**SAVE CURRENT GAME** writes the current game to the save game disk.

**BEGIN ADVENTURING** starts the game.

### *Non-Player Characters (NPCs)*

During the game the party will encounter NPCs. They may talk to the party, attack or even offer to join the party. There are two kinds of NPCs: those who volunteer to join the party and those who will only give information or fight the party.

NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They





have morale. If things are going badly for the party, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the **TRADE** command on the Item Menu to take his items. Only two NPCs at a time may join the party and they may take a share of all treasures found.

### **Viewing Characters**

The **VIEW** command displays the character screen from several places in the game and tells you everything you need to know about the character.

Across the top of most of the game screens are the three moons of Krynn. Each moon effects the magical powers of a different group of mages. For more information, see *The Moons of Magic* in the Journal.

Below the three moons is the character's basic information: name, sex, race, and age, alignment, and character class or classes. A character with more than one class has his levels listed in the same order as his classes. For example, if a character is a Fighter/Thief with 25,000 XP, his levels are listed as 5/6.

The character's current hitpoints (HP) and maximum total HP (current HP/maximum HP) are also listed here. At the bottom of this section is the character's level or levels and current XP. Across from the character's name, his current status is displayed.

The next portion of the display shows the character's ability scores and wealth.

Each character begins the game with a small amount of money with which to purchase equipment. Later, as the character accumulates wealth, the character screen shows how many coins, gems, and jewelry the character is carrying. The value of each gem or piece of jewelry varies and is found when the item is appraised. Steel coins are the most valuable, but the relative value of each kind of coin is:

1 steel = 2 platinum = 2 iron = 5 bronze = 10 copper = 50 silver

Below the ability scores and wealth, the character's Armor Class, THAC0, and damage are

shown. For more information about these, see the Journal section on Combat.

The encumbrance, or total weight the character is carrying, is listed above the character's combat move. How far a character can move in combat is based on his readied armor, strength, and total encumbrance.

The screen then lists the character's readied weapon and armor.

### **Character Status**

**OKAY** status means that the character has positive HP and can move and fight normally.

**UNCONSCIOUS** status means that the character has exactly 0 HP. He cannot move or fight, but is in no danger of dying.

**DEAD** status means that the character has died. Non-elf characters have a chance of being resurrected with a Raise Dead spell. The character's chance of being resurrected is influenced by his constitution. See the Constitution Chart in the Journal.

**FLED** status means that the character fled from the previous battle. After the battle he will rejoin the party and regain his previous status.

**GONE** status means that the character has been totally destroyed. Nothing can bring the character back to life.

From the View Menu several options are available to inspect the active character. Not all of these commands are available at all times.

### **View Menu**

**ITEMS SPELLS TRADE DROP EXIT**

**ITEMS** will show all the equipment the character is carrying. Items preceded by a YES are ready for use. Not all commands in the Item Menu are always available.





## Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

- ❖ **READY** is used to change the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow quarrels are assumed to be in a quiver and can be readied at all times. Some items will take both hands when readied (bows, quarter staffs, etc), some take only one (long swords, wands, etc) and others take no hands (rings, armor, etc). On some systems there are items that can only be readied or unreadied while in either camp or combat.
- ❖ **USE** activates an item. If you are using an item in combat, the Aim Menu will appear if the item can be targeted. See the Combat section for details.
- ❖ **TRADE** is used to transfer an item from one character to another. Choose the character to trade to and then choose the item or items to trade. Remember that a conscious NPC will not give up an item once he has it.
- ❖ **DROP** permanently removes items from a character. Dropped items may not be recovered.
- ❖ **HALVE** will divide a bundle of some item into two bundles. For example, halve would turn one bundle of 42 Arrows into two groups of 21 Arrows each. This is handy for dividing items to distribute among party members.
- ❖ **JOIN** combines all similar items into one line. No more than 255 similar items can be joined on one line. Some items cannot be joined.
- ❖ **SELL** is available under the Armoury Menu and is described there.
- ❖ **ID** is available under the Armoury Menu and is described there.

**SPELLS** is a listing of the spells a character has memorized and can cast.

**TRADE** is used to transfer money, gems, and jewelry from one character to another. Indicate which character to trade with, and then indicate what and how much is traded to the other character.

**DROP** permanently removes money from a character. Dropped money may not be recovered.

## ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure, fame and glory. During your adventuring the party will engage in fierce battles, find treasures, and sometimes have to stop to recuperate and memorize spells for future use.

### Display Screens and Points of View

**CHAMPIONS OF KRYNN** uses four different points of view: 3-D, area, overland, and combat.

3-D appears in towns, underground and so on. This view appears at the top, left of your screen and shows the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls. The direction controls for your computer are described on the Data Card.

Area provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu to see the position of major obstructions such as walls, trees and water. A cursor shows the party's position. On some computer systems, the cursor is an arrow that indicates current party facing. The area view can only be accessed while in 3-D. On some computer systems you may move around while in the area view, on others this view is only there to help you get your bearings.

Overland displays a map of the area of the world of Krynn where **CHAMPIONS OF KRYNN** takes place. This view appears while the party is moving outside of the outposts or towns. A cursor shows the party's current location. To move on the overland map, move the cursor





with the directional controls along the path the party is to follow. A map in the Journal shows the same map with the major locations named.

When in either the 3-D or area view the screen just to the right of the point of view window will display the current time, facing direction (N, S, W, E) and what the party is doing (moving, camping, etc).

The following menus control most adventuring options:

### Adventure Menu

MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

**MOVE** is used to change the party's facing or to move forward. The party can turn right or left, turn around, or move forward. Normally, each move forward takes 1 minute of game time. If the party has search on, each move forward takes 10 minutes. Refer to the Data Card for computer-specific details on how to move without choosing the command. Select EXIT to get back to the Adventure Menu.

**AREA** toggles between the area and 3-D view. If the party is lost or in unfamiliar territory this command may not be available.

**CAST** displays the Cast Menu so the active character can throw a magic spell. See the section on Magic in the Journal for a description of how to cast spells and their effect. Some spells only have an effect in combat.

**VIEW** displays the character screen and the View Menu.

**ENCAMP** displays the Encamp Menu. See the Encamp section for a description of the available commands.

**SEARCH** toggles searching on and off. A party moving with search off is moving at a normal rate and takes 1 minute per move. With search on the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has search on, SEARCH will be displayed on the screen to the right of the point of view window. Because the party is moving very slowly with search on, the chance for random encounters is greatly increased.

**LOOK** is used to search an individual square. Executing a LOOK command acts as if the party moved into the current square with search on.

### Encamp

The commands on the Encamp Menu include day-to-day functions such as saving the game, resting to heal, memorizing spells and changing game items such as game speed or party order.

### Encamp Menu

SAVE VIEW MAGIC REST ALTER FIX EXIT

**SAVE** writes the characters and current game to the save game disk so that you may resume the game at that point in the future. Saved games may be loaded either at the first menu or from Party Creation/Hall menu. Saving often is a good idea, especially after surviving really tough encounters. Prepare a save game disk according to the instructions on the Data Card.

**VIEW** displays the View Menu and the character screen of the active character.

**MAGIC** is a very important part of **CHAMPIONS OF KRYNN** and is described under its own heading. Magical spells can only be memorized while the party is encamped.

**REST** allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to encamp. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected from the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest can be interrupted. If possible only take long rests in safe places, such as inns or places messages describe as safe.

### Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

♦ **REST** begins the resting process. Unless interrupted, the party will rest for the time indicated.





❖ **DAYS, HOURS, MINUTES** selects the unit of time to be changed by the ADD and SUBTRACT options. This option is not available on all computer systems.

❖ **ADD, SUBTRACT** increases or decreases the time that the party will attempt to rest. Decreasing the time may not allow spellcasters to memorize all of their spells.

**ALTER** is used to change the characters in the party and the parameters of the game. The Alter Menu includes:

#### *Alter Menu*

ORDER DROP SPEED ICON PICS LEVEL EXIT

❖ **ORDER** changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be in the front line in combat.

❖ **DROP** eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and may not be recovered.

❖ **SPEED** controls the rate at which messages are printed on screen. If the game is running too slowly, use the FASTER command to speed up the displays.

#### *Speed Menu*

SLOWER FASTER EXIT

❖ **ICON** is used to change a character's combat icon.

❖ **PICS** governs encounter pictures.

#### *Pics Menu*

MONSTERS ON/OFF ANIMATIONS ON/OFF EXIT

❖ **MONSTERS ON/OFF** toggles the close-up pictures of encounters on and off. Turning the pictures off speeds up the game. This command may vary a little on some systems.

❖ **ANIMATIONS ON/OFF** toggles the animation of the close-up pictures on and off. Turning the animation off speeds up the game. This command is not available on some computers.

❖ **LEVEL** permits you to affect combat difficulty. The difficulty of the various combats in the game may be adjusted by using the ALTER command in the Encamp Menu. After choosing ALTER and then LEVEL, you will see the following menu:

#### *Level Menu*

NOVICE SQUIRE VETERAN ADEPT CHAMPION

The game is preset at the Veteran level. This is the level at which we consider the game to be balanced. To make the combats easier, choose either the Novice (easiest) or Squire level. To make the combats more difficult, choose either the Adept or Champion (hardest) level.

When you choose to make the game more difficult, you are rewarded by receiving more experience points from your combats. When you choose to make the game easier, you are penalized by receiving less experience points from your combats.

Receiving less experience points will slow the rate at which your characters advance levels. Advancing at a slower rate will give you less powerful characters which, in the long run, may more than offset the benefits of playing at an "easy" level.

**FIX** is used to heal many wounded characters with a single command. All characters with first level clerical spells will memorize as many Cure Light Wounds as they can, cast them on the party, and then rememorize their previously memorized spells automatically. FIX takes game time and may be interrupted by an encounter. FIX will not return HP to diseased characters, a Cure Disease spell must first be cast upon them.

### *Magic*

To get the Magic Menu options, the active character must be able to cast spells. Spellcasters can get a list of their memorized spells from the CAST option of the Magic Menu or from the SPELLS option of the View Menu. They can get a list of their spells on scrolls from the SCRIBE option of the Magic Menu.





## Magic Menu

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

**CAST** displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell. Once a spell is cast it is gone from memory until it is memorized again. Some spells only have effect when cast during combat and others may only be cast while encamped.

**MEMORIZE** displays the Memorize Menu character's grimoire of spells or Clerical spell list, and how many spells of each level the spell-caster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to take the time to actually memorize the spells. Remember that a spell-caster can have the same spell memorized multiple times and that the moons may increase the number of spells a mage may cast. When mages have bonus spells they may be of any level, but clerical spells may only be those listed under special.

### Memorize Menu

MEMORIZE NEXT PREV EXIT

❖ **MEMORIZE** selects a spell for memorization. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his mind. After selecting the spells to memorize, the computer will verify your choices.

**SCRIBE** displays the Scribe Menu and a list of all of the spells on mage scrolls. Before spells can be scribed, they must either be identified in a shop (such as the Armoury) or the mage must have cast Read Magic on them. Indicate the spells to be scribed into the character's spell book. Once all characters have indicated the spells they want to scribe, choose the REST command to take the time to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the spell.

## Scribe Menu

SCRIBE NEXT PREV EXIT

❖ **DISPLAY** lists the magic that currently affects the party. This includes spells like Bless or Invisibility plus effects like disease. This is an important command because diseased characters will not regain HP until they have a Cure Disease spell cast on them.

❖ **REST** displays the Rest Menu referred to in the Encamp section. A character's spells are not memorized until he has rested the necessary time.

## SPELLS

Spells are defined by who can cast them (cleric, white mage, red mage) when they can be cast, and their range, duration, area of effect, and of course their actual effect. The Spell Parameters List in the Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as Find Traps) remember that one round equals one minute of game time and one turn equals 10 minutes of game time. For more information about magic and the effects of spells look in the Journal.

## CIVILIZATION

Civilization provides many valuable services for the adventurer. Generally only Outposts will have Inns, Armouries, Halls, Temples and Bars, but some may be found in towns and elsewhere. When you are in an Outpost a menu like the following may appear, allowing you to select where you would like to go.

### Outpost Menu

HALL TEMPLE BAR NEXT PREV LEAVE

**PLACE OPTIONS** Hall, Temple, etc., will take you to the selected establishment and give you all appropriate options. There is a description of these places following this menu.

**NEXT, PREV** display other place options.

**LEAVE** will take the party out of the outpost into the overland map.





**Inns** provide a safe place to rest using the Encamp Menu. While the characters rest they can memorize spells and regain hit points.

**Armouries** provide a place to buy and sell equipment using the Armoury Menu.

### Armoury Menu

BUY VIEW TAKE POOL SHARE APPRAISE EXIT

**BUY** displays the items available in the armoury. Select the items that the active character will buy.

**VIEW** displays the character screen with the SELL and ID commands available in the Items Menu.

❖ **SELL** causes the armourer to make an offer on the highlighted item. Sold items may not be recovered.

❖ **ID** is used to identify an item. The armoury charges 100 steel pieces for the service.

**TAKE** is used to pick up coins from the party's money pool. Indicate the type and amount of coins, gems, or jewelry to take.

**POOL** places all of the party members' coins, gems, and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems, and jewelry from the money pool.

**SHARE** picks up everything from the pool and distributes even shares among the party.

**APPRAISE** is used in armouries to place a monetary value on gems and jewelry the character has. Choose the item to be appraised and the armourer will make an offer. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's inventory.

**Halls** are where the characters can advance levels and modify the party using the Party Creation Hall Menu. Halls are also where knight characters may petition for admission into a higher knight order. For more about the Solamnic Knights, see the character classes section in the Journal.

**Temples** can cast healing spells and perform other clerical services. The commands on the Temple Menu are the same as those on the Armoury Menu, with the addition of the HEAL command.

### Temple Menu

HEAL VIEW TAKE POOL SHARE APPRAISE EXIT

**HEAL** displays a list of the temple's healing spells. Indicate the spell to cast and confirm that the character is willing to pay the cost. The cost may vary depending on the recipient and circumstances.

**Bars** are rowdy places full of gossip, stories, and information. Buy a round of drinks and listen to the stories.

**Vaults** are a service of the Solamnic Knight orders. They will safeguard money in deposits of 100 steel pieces for adventurers. Careful records are kept by the orders, so if you deposit money at one outpost, they will allow you to withdraw at another. There is a small (20 steel piece) fee for this service.

**Commandant's** office is where to go to get orders and current information. This is a very important place to visit during the course of your adventures.

## ENCOUNTERS

When a party comes across monsters or NPCs, an encounter occurs. If the party attacks immediately it may receive a bonus to its initiative in combat. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their initiative in combat. If the monsters do not attack immediately, the party can react by choosing from an Encounter Menu. Encounter Menus vary between situations and give you a list of your options for that moment. This is one possible example of such a menu.

### Encounter Menu

COMBAT WAIT FLEE ADVANCE/PARLAY

**COMBAT** causes the party to attack the monsters. Fighting is explained in the Combat section.

**WAIT** allows the monsters to decide what to





do. They may attack, wait, flee, advance (if they are far away) or parlay (if they are adjacent.)

**FLEE** causes the party to run away. If the monsters try to attack, and are faster than the party, combat will occur. If the party is faster it may successfully flee.

**ADVANCE** reduces the range to the monsters. When the monsters are adjacent to the party the ADVANCE command is replaced by the PARLAY command.

**PARLAY** allows the party to speak with monsters. Select the active character and then choose a conversation tactic from the Parlay Menu.

### *Parlay Menu*

HAUGHTY SLY MEEK NICE ABUSIVE

- ❖ **HAUGHTY** means that the speaker is trying to demonstrate his superiority over the monsters.
- ❖ **SLY** means that the speaker is trying to get information out of the monsters without their realizing.
- ❖ **MEEK** means that the speaker is trying to convince the monsters that the party is not worth attacking.
- ❖ **NICE** means that the speaker is trying to be nice to the monsters.
- ❖ **ABUSIVE** means that the speaker is trying to browbeat or threaten information out of the monsters.

### *Combat*

In combat the computer chooses the active character. Characters with higher dexterity will tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command. There is a more detailed description of combat in the Journal.

The screen begins a character's combat phase centered on that character. The character's name, HP, AC, and current weapon are displayed. The Combat Menu lists the character's options.

### **Combat Menu**

MOVE VIEW AIM USE CAST TURN YELL DONE

**MOVE** is used to allow a character to move. Attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy gets a free attack at the character's back.

**VIEW** displays the character screen and View Menu. The USE command appears on the Item Menu and permits the use of an item, such as a wand, in combat.

**AIM** is used to aim a weapon or spell. When aiming a ranged weapon, the range to the target will be displayed above the menu bar on some systems. If a character moves adjacent to an enemy, and has no more movement left, the AIM command can be used to attack with a melee weapon (sword, mace, etc). The AIM command can also be used to survey the condition of your party and your enemies. As you move the aim cursor over a character, information about him will be displayed on the right of your screen.

### *Aim Menu*

NEXT PREV MANUAL TARGET CENTER EXIT

- ❖ **NEXT** is used to look at all possible targets, starting with the closest target and then going to the next closest. NEXT and PREV only indicate targets in the character's line of sight.
- ❖ **PREV** (Previous) is the opposite of the NEXT command. Use this command to look at the possible targets starting with the farthest target and working back toward the character. This command is most often used to select a target for a missile or magic attack.
- ❖ **MANUAL** permits the player to aim anywhere on the map. Only targets in the character's line of sight can actually be fired at.
- ❖ **TARGET** is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also do a





melee attack on an adjacent enemy. If this option is not displayed the target is out of range, not in line of sight, invisible or under the effect of a Blink spell.

- ❖ **CENTER** will center the screen around the cursor. This is helpful when manually targeting ranged weapons and spells. This option is not available on all computer systems.

**USE** allows a character to activate an item without having to go through the View Menu. Items like scrolls and wands may then be targeted with the Aim Menu.

**CAST** is only available to spell-casters when they have spells available. The spell-caster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit recently his concentration may be broken and the CAST option will not appear.

**TURN** allows clerics to attempt to destroy undead monsters or turn them away from the party. This has no effect on any other kind of monster.

**YELL** will allow an active Kender character to taunt enemy troops. The taunt will only work against intelligent opponents and they must save against magic or attack in a berserker rage. Opponents that fail their save will direct most of their efforts against the Kender and suffer a -2 THAC0 and +2 AC for the duration of the combat.

**DONE** is used to bring up the secondary combat menu.

#### *Done Menu*

GUARD DELAY QUIT BANDAGE AUTO SPEED EXIT

- ❖ **GUARD** sets a character to stand and attack the first enemy that moves adjacent. GUARD is only an option if a character is armed with a melee weapon.

- ❖ **DELAY** causes the character to hold his turn until after the other characters and monsters have acted.

- ❖ **QUIT** ends a character's turn.

- ❖ **BANDAGE** only appears if a party member is bleeding to death. The BANDAGE command will stop the bleeding and keep the character from dying.

- ❖ **AUTO** turns control of the character over to the computer. See the Data Card for instructions on how to regain manual control of a character. Under computer control, a fighting character with a readied missile weapon will tend to hang back and attack from a distance. If the character has no readied missile weapon, he will ready a melee weapon and charge. Characters will remain under computer control for all subsequent combats until manual control is again selected. When a spell-caster character is on auto, you may toggle his spell casting on and off. To see how to do this on your computer consult your Data Card.

- ❖ **SPEED** changes the game speed and is described under the ALTER command in the Encamp Menu.

When combat is over you will see how much XP each character receives and then the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Temple and Armoury Menus.

#### **Treasure Menu**

VIEW TAKE POOL SHARE DETECT EXIT

**VIEW** displays the character screen and View Menu.

**TAKE** permits the active character to pick up treasure from defeated monsters. This will only appear if the monsters had a treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment can be slowed in combat.





### Take Menu

#### ITEMS MONEY EXIT

- ❖ **ITEMS** lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are substandard and not worth taking.
  - ❖ **MONEY** displays the number and type of coins, gems, and jewelry in the treasure. Indicate the type then number of items the active character takes.
- POOL** drops all of the party members' coins into the treasure. Use the TAKE or SHARE command to pick up coins from the treasure.

**SHARE** picks up the money treasure, divides it into shares, and distributes it among the party.

**DETECT** casts a Detect Magic spell from the current active character. Magic items in the treasure will be marked with a '+' or an '\*\*'. This option will only appear if the active character has a Detect Magic spell available.

**EXIT** leaves the scene of the battle. If treasure remains, then the option to return to the Treasure Menu is displayed.



# TOO MANY QUESTIONS & TOO FEW FACTS?

**Q:** *Who's been digging up all these graves?*

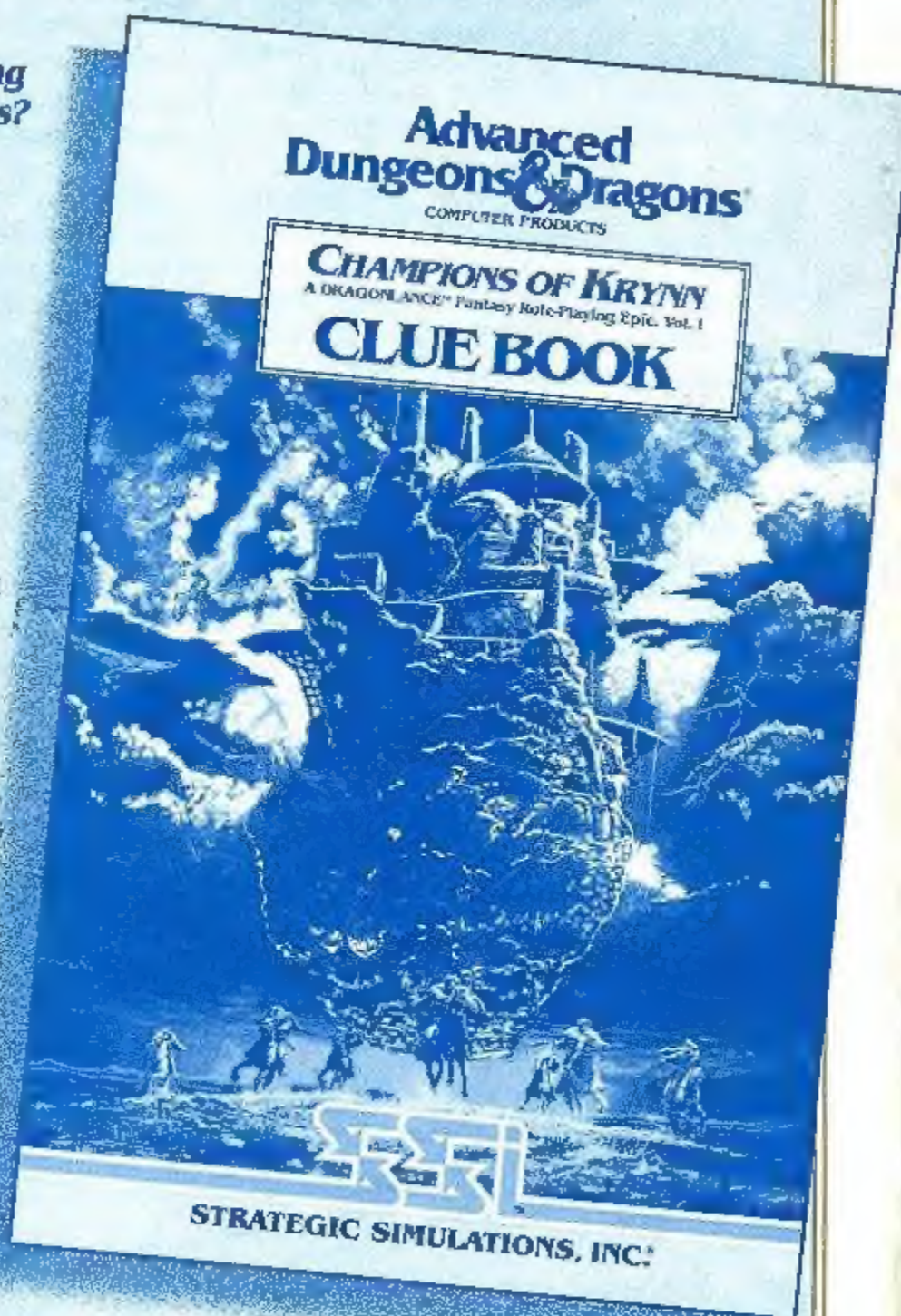
Why are all these broken dragon eggs lying around? Who froze all those draconians out in the corridor? And where did all these dragons come from?

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